AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A television game An apparatus for displaying a game an object image of a virtual world, comprising:

a game object image generator for generating the game object image by executing a game operating an object image generation program according to a game progression as dictated by instructions from a user playing the game;

a selector for selecting an arbitrary part of said generated game object image, according to instructions from said user;

a transition information generator for generating transition information when said game object image is selected; and

a transition information storage for storing said transition information, wherein the game object image arbitrarily selected by said user is recoverable at a future time according to the transition information stored in said transition information storage and said game object image generation program.

2. (Currently Amended) The television game object image display apparatus as claimed in claim 1, wherein

said game object image generation program is stored in ROM, and

said transition information storage is a rewritable non-volatile memory.

3. (Currently Amended) The television game object image display apparatus as

claimed in claim 2, wherein

said ROM and said rewritable non-volatile memory are accommodated in a device

which is removable from a body of the television game object image display apparatus.

4. (Currently Amended) The television game object image display apparatus as

claimed in claim 2, wherein

said ROM and said rewritable non-volatile memory are separately removable from

a body of the television game object image display apparatus.

5. (Currently Amended) The television game object image display apparatus as

claimed in claim 1, further comprising:

a recovery program for recovering the game object image arbitrarily selected by

said user by operating said object image generation program using the transition

information stored in said transition information storage as an operational parameter.

6. (Currently Amended) The television game object image display apparatus as

claimed in claim 1, wherein

said game object image generator generates the game object image according to

progress of a game which varies in response to instructions from the user.

7. (Currently Amended) The television game object image display apparatus as

claimed in claim 1, wherein

said game object image is a two-dimensional image.

8. (Currently Amended) The television game object image display apparatus as

claimed in claim 1, wherein

said game ~~object~~ image is a three-dimensional image.

9. (Currently Amended) The <u>television game</u> ~~object image display~~ apparatus as claimed in claim 7, wherein

said transition information includes coordinates and direction of an object and coordinates and direction of a viewpoint.

10. (Original) The object image display apparatus as claimed in claim 7, wherein

said transition information is game progress information in a game.

11. (Currently Amended) A <u>television game</u> system for printing <u>a game</u> ~~an object~~ image <u>of a virtual world</u>, comprising:

a game ~~an object~~ image processing apparatus for processing said <u>game</u> ~~object~~ image; and

a printer for printing the <u>game</u> ~~object~~ image processed by said <u>game</u> ~~object~~ image processing apparatus,

said <u>game</u> ~~object~~ image processing apparatus

generating said <u>game</u> ~~object~~ image by <u>executing a game</u> ~~operating an object~~ image generation program according to <u>a game progression dictated by</u> ~~instructions from~~ a user <u>playing a game</u>;

selecting an arbitrary part of said generated <u>game</u> ~~object~~ image, according to instructions from said user;

generating transition information of <u>a game</u> ~~an object~~ image representing said selected arbitrary part of the <u>game</u> ~~object~~ image; and

recovering the <u>game</u> ~~object~~ image arbitrarily selected by said user by operating

said <u>game</u> ~~object~~ image generation program using said transition information as an

operational parameter, and

said printer printing said recovered <u>game</u> ~~object~~ image.

12. (Currently Amended) A <u>television game</u> system for printing <u>a game</u> ~~an object~~

image, comprising:

<u>a game</u> ~~an object~~ image generator for generating <u>the game</u> ~~an object~~ image to be

displayed and recovery data for the <u>game</u> ~~object~~ image to be printed;

a recovery device for recovering the <u>game</u> ~~object~~ image to be printed based on the

recovery data supplied from said <u>game</u> ~~object~~ image generator; and

a printer for printing the <u>game</u> ~~object~~ image recovered by said recovery device,

said <u>game</u> ~~object~~ image generator

generating the <u>game</u> ~~object~~ image to be displayed by <u>executing a game</u> ~~operating~~

~~an object~~ image generation program, according to <u>a game progression as dictated by</u>

instructions from a user <u>playing the game</u>;

selecting an arbitrary part of said generated <u>game</u> ~~object~~ image, according to

instructions from said user; and

generating transition information of <u>a game</u> ~~an object~~ image representing said

selected arbitrary part of the <u>game</u> ~~object~~ image as said recovery data,

said recovery device, with a program identical to said <u>game</u> ~~object~~ image

generation program stored therein, recovering the arbitrary <u>game</u> ~~object~~ image selected

by said user by operating the program identical to the game object image generation

program using said transition information as an operational parameter, and

said printer printing means printing said recovered game object image.

13. (Currently Amended) The television game object image print system as

claimed in claim 11, further comprising:

a display for displaying a plurality of game object images recovered by operating

said object image generation program using said transition information as an operational

parameter, as recovered game object images; and

a recovered image selector for selecting an arbitrary recovered game object image

from the recovered game object images displayed on said display according to

instructions by the user, wherein

said printer is operable to print the selected recovered game object image.

14. (Currently Amended) A method of for printing a game image of a virtual

world an object imagein a television game, comprising the steps of:

generating a game an object image by executing a game operating an object image

generation program according to a game progression dictated by instructions from a user

playing the game;

selecting an arbitrary part of said generated game object image according to

instructions from said user;

generating transition information of a game an object image representing said

selected arbitrary part of the game object image;

recovering the game ~~object~~ image arbitrarily selected by said user ~~by operating said object image generation program~~ using said transition information as an operational parameter; and

printing said recovered game ~~object~~ image.

15. (Currently Amended) The television game ~~object image~~ print method as claimed in claim 14, wherein

a plurality of game ~~object~~ images recovered by executing the game ~~operating said~~ object image generation program are displayed using said transition information as the operational parameter, as recovered game ~~object~~ images;

an arbitrary recovered game ~~object~~ image is selected from the recovered game ~~object~~ images displayed on said display, according to instructions by the user; and

said selected recovered game ~~object~~ image is printed.

16. (Currently Amended) A recording medium with an executable [[a]] computer program recorded thereon to control a game ~~an object~~ image generator for generating a game of a virtual world ~~an object~~ image in a television game,

said computer program causing said game ~~object~~ image generator to execute the steps of:

generating a game ~~an object~~ image by executing a game ~~operating an object~~ image generation program according to a game progression as dictated by ~~instructions from~~ a user playing the game;

selecting an arbitrary part of said generated game ~~object~~ image, according to

instructions from said user; and

generating transition information of a game an object image representing the

arbitrary part of said selected game object image, wherein

the game object image arbitrarily selected by said user can be recovered at a future

time according to the transition information stored in said transition information storage

and said game object image generation program.

17. (Currently Amended) The recording medium as claimed in claim 16, wherein

said computer program further causes said game object image generator to execute

the steps of:

recovering the game object image arbitrarily selected by said user by operating

said object image generation program using the transition information as an operational

parameter; and

printing out said recovered game object image.

18. (Currently Amended) The recording medium as claimed in claim 16, wherein

said computer program further causes said game object image generator to execute

the steps of:

displaying a plurality of game object images recovered by operating said game

object image generation program using said transition information as an operational

parameter, as recovered game object images;

selecting an arbitrary recovered game object image from the recovered game

object images displayed on said display, according to instructions by the user; and

printing out said selected recovered game object-image.

19. (Currently Amended) The recording medium as claimed in claim 17, wherein said game object-image generator generates the game object-image according to progress of a game which varies in response to instructions from the user, based on said computer program.

20. (Currently Amended) A television game [[An]] apparatus for displaying a game an object-image of a virtual world, comprising:

a game an object-image generator for generating the game object-image by executing a game operating an object-image generation program according to a game progression as dictated by instructions from a user playing the game;

a selector for selecting an arbitrary part of said generated game object-image according to instructions from the user;

a transition information generator for generating transition information when said game object-image is selected; and

a transition information storage for storing said transition information, wherein the game object-image arbitrarily selected by said user is recoverable after said game image object-generation program ends, according to the transition information stored in said transition information storage and said game object-image generation program.